

# ATARI COMPUTER ENTHUSIASTS [N.S.W.]

A.C.E. (N.S.W.)  
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N.S.W. AUSTRALIA.

INSIDE INFO

Nº 35

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## Publishing Partner™

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New for the Atari ST

### Desktop Publishing

At last there is a comprehensive page layout program for the Atari ST. You can see text, rules (lines) and columns in their actual size and position on the screen as you type and edit your page. Using Publishing Partner™ you can design, compose, and paste up a variety of publishing items including newsletters, forms, tables, ads, charts, and much more.

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12 point

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### Suggested Equipment

In order to use Publishing Partner™ you need an Atari 520 or 520+ upward compatible machine and monochrome monitor. Supported printers include Apple LaserWriter and compatible devices. Not being released daily so your printer is supported.

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1



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# EDITORIAL

Hello and welcome to Inside Info No. 35. There will be no February issue. You will still receive 6 issues having paid your membership fee.

As you know A.C.E. NSW has a new committee. They are a good team and are rapidly getting things under control.

Inside Info. now has a separate ST section. 8 bit users will still be catered for. The 8 bit machine, contrary to some reports, is not dead!!!

A Macintosh emulator was demonstrated at the April meeting, by our President. Another Mac emulator is advertised in the ST section. Both emulators require two Apple eproms. These are difficult to acquire. So if you are considering a Mac emulator, get the Apple chips first.

The club has finally acquired a new modem for the bulletin board - we will no longer be limited to the 300 baud rate! With a little bit of luck a hard disk drive will also be installed within a few months!

The release of the Mega STs opens up new vistas for Atari. The blitter chip and the new eproms should be available as upgrades towards the end of the year.

This issue was prepared on Publishing Partner. The program has some serious faults, particularly it lacks a facility for automatic kerning (spacing between letters). This fault has been rectified in Publishing Partner Professional.

Simon Hodder, of Hodder Bros. will donate the latest desktop publishing program from GST Timeworks, to Inside Info as soon

as it becomes available. Their shop is at 211 Ben Boyd Rd, Neutral Bay, Tel 908 1388. They are promoting the ST range at very reasonable prices.

Greg Smith

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### MEETINGS - AGENDA

June - Desk Top Publishing  
July - Midi

## PRESIDENT'S MESSAGE

Hello, and welcome to the first Inside Info for 1988. My name is Tony McGrath and I am the new President of A.C.E. (NSW).

As many of you may be aware, there has been a significant change in the composition of the new committee for this year and this has caused a few problems.

Especially concerning the production of Inside Info. These problems are slowly being overcome, and I look forward to the regular production of what I believe is a great newsletter.

With the new committee has come a new impetus to provide the type of service that our members require.

This is a time of significant changes within the computer world. This is obvious within the ATARI sphere, with the introduction of a whole new range of products that cover the whole computer spectrum, from the new XE Games Machine to the ABAQ Transputer.

To support this wide range of computers, and computer users, we, as A.C.E., need to adapt to the changing needs of our members.

To make these changes, the committee needs to know exactly what you, the members, want in terms of information, software and general support. But we

also need your support to help provide information, in the form of articles, and software to add to our software collection.

To help aid the dissemination of information, the format of monthly meetings has been changed significantly. We have booked two meeting rooms for most meeting nights this year. This allows for greater flexibility during meetings, and we have a number of special topics that will be arranged to take advantage of this flexibility.

We have plans to cover, in depth, such areas as Desk top Publishing, Graphics, Music Systems and Office Automation.

To enhance these special topics, we will be experimenting with video-taping these meetings for later distribution to members for a small fee.

There is a strong need for all of us to realise the widening expanse of experience and interest that A.C.E. covers.

I feel that we all need to be aware of what everyone is doing because we may need to call upon that experience ourselves as we move into the future.

Until then, happy computing.

Tony McGrath

.....

## The A.C.E. (NSW)

PRESIDENT ..... Tony McGrath  
VICE-PRESIDENT.... Tom Plackowski  
ST SOFTWARE..... Tony McGrath  
EDITOR..... Greg Smith  
SECRETARY..... David Finnie

## COMMITTEE 1988

TREASURER..... Steven Carr  
8 BIT SOFTWARE..... Garry Spiteri  
MEETINGS ORGANIZER.... Doug Stone  
PRACS SYSOP..... Larry O'Keefe  
LIBRARIAN..... Joe Delman



# LIBRARY RAMBLINGS

Greetings fellow Atarians! Let me start my first library article by thanking Brian Elliot for his help and suggestions regarding our Library. I hope I can approach his efforts in this job. My first impressions are that many of you reading Inside Info are new club members who would like to know what is in our Library. In answer to your questions I have prepared the list below. This list includes only books and magazines. There are so many newsletters from other clubs (most of which we don't receive any more), that I decided not to list them. In future articles I will continue to summarise the newsletters that we still receive. However, if enough of you DESPERATELY want a list of those newsletters which we have but no longer receive, then please let me know. So, on to the list:

## MAGAZINES

### ANALOG

Issues 11,12,16,17-19,21-23,25,34

### COMPUTE

Issues (June 1981)  
13-15,20,21,24,27,28,33,37-78,81

### COMPUTES! ATARI ST

October, December 1986, June 1987

### CREATIVE COMPUTING

Volume 6 #8 (August 1980)  
Volume 6 #10  
Volume 7 #2 - #10  
Volume 9 #11

### ATARI CONNECTION

Fall, Spring 1981  
Spring, Winter 1982  
Spring 1983  
Spring, Winter 1984

### ATARI EXPLORER

February 1985 - December 1986

### ANTIC

Volume 1 #4 (Oct. 1982) - #6  
Volume 2 #1 - #4, #6 - #12  
Volume 3 #1 - #12  
Volume 4 #1 - #12  
Volume 5 #1 - #3, #5 - #10, #12  
Volume 6 #2,#3,#5,#6

### HI-RES

June 1984 - December 1985

### PAGE 6

Issues 8,10,11,17,18,20,23,24

### COMPUTER & VIDEO GAMES

December 1983

### COMPUTER GAMING WORLD

Volume 5 #4

### ATARI USER

Volume 1 #12 (April 1986)

## BOOKS

### ST Basic Sourcebook

Operating System Users Manual  
- Atari 400/800

DOS II Utilities Source Listing  
- Atari 400/800

Hardware Manual - Atari 400/800

De Re Atari - Atari 400/800

Operating System Source Listing  
- Atari 400/800

Atari Basic (Richard Haskell 1983)

Kids & The Atari (E.H. Carlson 1983)

The Book Of Atari Software 1983-  
(J. Stanton,R.P.Wells,S.Rocowansky)

Computers For Everybody 1983-  
(J. Willis & M. Miller)

Repairing Your Home Video Game  
-1984 (G.Jennings)

The Atari 800XL: A Practical Guide  
-1984 (T. Blackadar)

Getting Started With The Atari  
600XL 1984- (P. Goode)

The Best Atari Software 1984-  
 (Editors of "CONSUMER GUIDE")  
 Writing Strategy Games On Your  
 Atari Computer 1983- (J. White)  
 Random Alley Adventure For The  
 Atari 1984- (M. Orkin)  
 The Atari 600XL Program Book 1983  
 - (P. Goode)  
 Designs From Your Mind With Atari  
 Graphics 1983- (T. Rowley)  
 Computers For Everybody 1984-  
 (J. Willis & M. Miller)  
 32 Basic Programs For The Atari  
 Computer 1984- (T. Rugg, T. Barry)  
 Inside Atari Basic, A Fast, Fun, and  
 Friendly Approach 1983-  
 (Bill Carris)  
 Atari In Wonderland 1983- (Fred D'  
 Ignazio)

As you no doubt noticed, there  
 are many gaps in issues of  
 magazines. This is because

(1) We may not have bought/  
 received an issue for some reason.  
 (2) That issue may have been lost  
 (?)

(3) That issue may be out on loan  
 to a club member.

(4) A club member may have  
 borrowed a magazine a long time  
 ago and forgotten to return it.

With previous Librarians using  
 different methods to keep track  
 of such things, it is difficult if not  
 impossible to track down such  
 items, so I kneel before you and  
 plead for their return!

Rather than use incompatible  
 databases or slips of paper to  
 record loans and returns, I'm using  
 a simple note pad which can be  
 passed on to future Librarians  
 who will be easily able to work out  
 what's going on - YOU HAVE BEEN  
 WARNED!

In conclusion I'd just like to say  
 that you can order magazines or  
 books by mail (using the order  
 form in Inside Info.) or by choosing  
 from the collection I bring to  
 meetings.

Joe Delman

## A WALK DOWN MEMORY LANE

OF

## THINGS MOM NEVER TOLD YOU

by Henry Malavolti

[Ed. note: the programs listed  
 with-in can be found by running  
 PGM1 and PGM2 by booting DOS from  
 a separate disk, and ENTERing them  
 from this disk.]

An amazing location in memory is  
 the address 842. This address  
 controls the input from / to the  
 screen. In other words, by simply  
 "poking" certain values into this  
 address the computer can be made  
 to read information that it has  
 printed on the screen and thus  
 either delete unnecessary lines from  
 a program or have a running  
 program add lines or change lines!  
 Think of it!

A program that can RE-WRITE  
 itself! Thereby increasing free  
 memory for the storage of  
 information or improving speed.

Another use for 842 is that a  
 simple program can be written to do  
 most of the work in writing DATA  
 lines, saving you, the programmer,  
 considerable typing effort.

Here is a little program that will  
 write the DATA line, assign it a line  
 number automatically and keep on  
 going. It does the repetitious work  
 and all the programmer does is add  
 the data.



### How it works:

Line 100 dimensions a string that we will use and sets the value for our first line number.

Line 110 POSITIONS our INPUT on screen to a spot where it won't interfere with our data when the computer creates a line for memory. This is not important later in your own program that does not need to display the computer's performance. But by watching this one you will see what is going on.

Lines 120 thru 140 request input for the DATA lines to be written by the program.

Line 150 increments the line number.

Line 160 prints out the yet to be new DATA line on screen. POSITION is important. It must synchronize with the next line.

Line 170 & 180 do the work. The POKE 842,13 tells the computer to read from the screen. POKE 842,12, in line 180, tells the computer to write to the screen.

Line 190 just makes the working of this program slower and a little easier to watch. TA-DA! A new line is written.

Line 200 sends it back around for more DATA and another new line.

Lines 210 thru 240 take our computer created DATA statements, read them and print the information in them on screen so you can verify that it works.

```
0 REM PGM1 by h. malavolti
1 REM Sourcerer's Apprentice
100 DIM C$(10):LINENO=950
110 ? "J":POSITION 2,10
120 ? "ENTER NUMERIC DATA":INPUT A
130 ? "ENTER MORE NUMERIC
DATA":INPUT B
140 ? "ENTER STRING DATA (A WORD)":
INPUT C$
150 LINENO=LINENO+10
```

```
160 POSITION 2,2: ? LINENO:
DATA:A:":B:":C$: ? "CONT"
170 POSITION 2,0:POKE 842,13:STOP
180 POKE 842,12
190 FOR DELAY=1 TO 600:NEXT DELAY:IF
LINENO>1030 THEN GOTO 210
200 GOTO 110
210 ? "J":FOR COUNT=1 TO 4
220 READ A,B,C$
230 PRINT A,B,C$
240 NEXT COUNT
```

Now let's see how to DELETE lines that are excess baggage and cutting into free memory or slowing the program down. Once again you will be making the computer print something on the screen. Then the computer will be forced to read the information without you having to do the tedious work. CAUTION: SAVE TO DISK OR TAPE BEFORE RUNNING THIS PROGRAM!!

```
0 REM PGM2 by h. malavolti for
1 REM Sourcerer's Apprentice
5 LIST 100,200:FOR DELAY=1 TO
600:NEXT DELAY
10 ? "J":POSITION 2,4
20 PRINT 100:PRINT 150:PRINT 200
30 PRINT "CONT"
40 POSITION 2,0
50 POKE 842,13:STOP
60 POKE 842,12
70 REM THE NEXT LINES WILL BE
DELETED
100 PRINT "DELETING.....100"
150 PRINT "DELETING...150"
200 PRINT "100, 150, & 200 ARE
NOW DELETED!!!"
250 PRINT :PRINT :PRINT "NOW LIST
THE PROGRAM"
```

Until next time, save tedious programming work and have fun with LOCATION 842.

. . . . .



# ATARIWRITER & SPARTADOS

BY MILT INGRAM, PORTLAND ATARI CLUB US

## Running ATARIWRITER PLUS With SPARTADOS on the XL/XE

AtariWriter Plus (AW+) is great, but...Every time I use it I have unkind thoughts about the people at Atari who seem to be determined to prevent me from using some of the features I like best about my 800XL. These include a 256K expanded memory and U.S. Doubler- equipped 1050 drives used with the SpartaDos operating system. I could have a 128K ramdisk to allow rapid switching between several files. I could use double density for added file capacity and time/date stamping of files, using the R-TIME 8 cartridge or the SpartaDos clock.

Unfortunately, none of this seemed possible because the AW+ was supplied on a copy protected 'boot' disk. Then, along came the article by Carolyn Hoglin in the July '87 Magazine, explaining how she adapted the program to run with TOPDOS.

I determined that I would do the same for SpartaDos and include the ramdisk and time and date stamped files. I chose not to alter the original AW+ disk, but came up with a method which uses a batch file to perform the entire boot operation.

A disk swap is necessary, but everything else is automatic. Here's how it can be done. First, initialize a SpartaDos disk using X32D.DOS (SpartaDos version 3.2), and copy the SpartaDos files RD.COM and TDLINE.COM to it. Then, onto this same disk copy the AUTORUN.SYS file from the AW+ disk and rename it WRITE.COM. Finally, create the following STARTUP.BAT (batch) file:

```
TDLINE
RD D3: /E
```

```
COPY WRITE.COM D3:
```

```
:
: REMOVE BOOT DISK AND INSERT
: ATARIWRITER. DISK IN DRIVE 1
:
```

```
PAUSE
TD OFF
BASIC OFF
D3:WRITE
```

When this disk is booted, it performs the following operations:

TDLINE - sets a time and date clock from the R-TIME 8 cartridge. If you don't have the R-TIME 8 cartridge, use the commands TIME and DATE to initialize the clock and calendar.

RD D3: /E - sets up and formats a ramdisk in the top 128K of memory. Note: this leaves 128K available to run the 130XE version of AW+.

COPY WRITE.COM D3: - copies the program WRITE.COM (the AUTORUN.SYS loader program from the AW+ disk) to the ramdisk (D3:).

The next two lines are a prompt to replace the boot disk with the AW+ disk. PAUSE - prints a prompt to "PRESS ANY KEY TO CONTINUE" after swapping disks [Ed. Note: If you use commands TIME and DATE to initialize the clock and calendar, the batch loader process will stop so you can enter the time & date. If you remember to swap disks, you can do away with the prompts and PAUSE].

TD OFF - turns off the screen display of time and date, but leaves the internal clock active to time/date stamp disk files.

BASIC OFF - turns off BASIC. Don't have to hold down OPTION key during boot.

D3:WRITE - loads and runs the loader program from ramdisk. It then loads AW+ from drive 1.

PLOAD and SAVE will now work with either single or double density



# SOFTWARE REVIEW THE FIRST XLENT WORD PROCESSOR

Greg Pearce DAAUC (U.S.)

This is the first word processor that XLEnt Software has put out. As the name suggests, it is a 40 column (40, not 38) word processor.

For those contemplating the purchase of a word processor, this is a quick review. I am not going to be able to list all the features (too many!) but I will touch on the highlights.

This is an icon/keyboard-driven word processor. Which means you can use a joystick or the keyboard to get to six basic functions. Using a joystick to move around the screen and access the printer, disk drive, etc., is somewhat of a novelty, but I still think the keyboard is quicker and easier.

There are many features that all word processors have and some that you wish all would have. These are the ones I will try to highlight. There are two different programs on the disk: one for the 400/800 and one for the XL/XE.

I have an XE, so many of the features I'll be mentioning will be on that program. First, for all those with XL/XE computers who have wondered at that funny, if not useless, key marked 'HELP', here is a program that makes good use of it. For the XE there are four HELP windows. They describe all the format, printer, and special character functions and keys very well. For example, while typing a letter you may want to do a certain function but cannot remember the keys. In the old word processors this would be the time to hunt down the owner's manual. But with this one, just push 'HELP' and window 1 and you have before you a list of the keys and their functions. Much faster. Pushing the 'SELECT' key brings up the special keys for the printer

driver which is built in and is EASY to program to your printer. With this driver you can also program in all the codes for special characters.

For the XE computers there is a nice bonus. A second window. You can load in two separate documents and edit each separately or move portions or all of the one to the other, as long as the programs are within the reaches of your memory (ie., not too long). This is very useful when you want to move large sections from one document to another.

All these edit functions, help windows, and printer functions will work in both windows. Also for the XE there is a printer spooler. This allows you to send a document to the printer and then while it is doing its business you can be typing or editing another letter.

This single feature sold me more than all the others. As it uses the computer's memory to store and send the data to the printer it does slow down everything quite a bit, but for the joy of not being shackled to your printer, this can be tolerated.

To test the system, I ran a little experiment. I loaded two large documents into each of the windows, put a large paragraph into the cut/paste buffer, looked at a Help screen and accessed the disk drive while the printer spooler was printing five copies of window 1. (I) It did very well, if slowly, until I accessed the disk drive. Then it printed some odd characters which had nothing to do with the letter it was printing. My conclusion regarding the spooler is, you can overload its capacity, especially if you use the disk drive a lot. But for an 8-bit computer it did very well and under normal operating



conditions, it will handle very well. I have been happy with it. Some of the features I don't have time to explain are: 1 - a very complete text formatter (commands to the printer which are imbedded in the text). This includes the ability to chain files and actually INSERT PICTURES into your text on the printer! 2 - it has a very good 80 column print preview. 3 - it will print double columns on most printers. 4 - it can be integrated with other programs such as BGRAPH for graphs, KOALA PAD and TYPESETTER for pictures, SYNFILE, SYNCALC and others for mail merging. And, 5 - many useful functions for formatting while typing - the ability to turn the word wrap on and off - find out how many words are in the document - how many sectors it will take to save the document...on and on, too numerous to list.

My conclusion is, after having used The First XLEnt Word Processor next to my other word processors, that this is a preferred program. Now it is the one I use the most and I would have no qualms recommending it to others as a good word processor to invest in.

## FIRST XLENT WORD PROCESSOR DISK UPDATE

The folks at XLEnt Software are now shipping the upgrade to their excellent and inexpensive First XLEnt Word Processor. Version 2.1 will make present owners happy and may excite those holding out.

Some of the modifications, as

mentioned by XLEnt Software, will include the ability to save system configurations - you no longer have to adjust colors and make personal adjustments every time you boot the system, dumping the cut/paste buffer directly to the printer and the ability to search and replace the return character.

To obtain your upgrade, just send the yellow 'upgrade' card you should have received with the manual. Lost the card? No sweat.

Just send either the master disk with \$3.00 or \$5.00 (US dollars) without the master disk, but list the serial number of the master disk in your response. Don't forget to include your return address and other necessary information when requesting your upgrade.

Reprinted from DATALINK US.

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disks. Double density disks will need to be formatted ahead of time.

The built-in FORMAT command works from the DUP.SYS file on the disk and produces only DOS 2.0 format. This will still work, as SpartaDos 3.2 can read most Atari formats. You just lose the extra capacity. Also, the INDEX command will show the disk directory in DOS 2.0 format, without the time and date.

### FOR SALE

1 600 XL computer  
1 1064 64K Upgrade  
1 1050 Disk Drive  
1 Gemini Printer with interface  
Plus lots of software - \$990.00  
Also 1 1050 Disk Drive with  
assorted software - \$350.00  
Phone H. Gal 042 56 4546 (Oak  
Flats)



ANTIC VOL1 #3	DANCIN BAS 007	ANTIC VOL3 #11	ANTIC VOL4 #1
JUL '82	VERTPM BAS 037	MAR '85	MAY '85
KEYMASK BAS 028	VERTPM SRC 038	DOS SYS 039	DOS SYS 039
KEYMASK SRC 017	DLI1 BAS 004	DUP SYS 042	VTABLE1 BAS 010
MOVEIT BAS 025	DLI2 BAS 006	MENU 017	MENU 017
MOVEIT SRC 013	DLI3 BAS 013	HELP BAS 004	AUTORUN SYS 002
LINEDEL BAS 009	AUTBOOT1SRC 017	AUTORUN SYS 002	HELP BAS 004
LINEDEL SRC 021	AUTBOOT2SRC 007	DOC TXT 017	DOC TXT 017
TRANSLATBAS 034	STARGAZEBAS 079	DECOEPS FNT 019	AMAZE ACT 073
BANNER BAS 014	CONSERVEBAS 012	DECOGEM FNT 019	AMAZE EXE 065
SPIDER BAS 025	*****	CONVERT LST 009	ARENA BAS 057
PACINVADBAS 050	ANTIC VOL3 #9	CUSTOM BAS 054	ARSMAKE BAS 013
BUBLSORTBAS 016	JAN '85	COMPUTERSET 009	AUTODIALBAS 008
BUBLSORTSRC 040	DOS SYS 039	STYLISH SET 009	BEER BAS 045
GOODTIMESRC 025	DUP SYS 042	NECFIX LST 007	FADERII BAS 038
GOODTIMEBAS 009	MENU 017	KWIKDUMPBAS 026	FADERII EXE 008
STRSRCH BAS 012	AUTORUN SYS 002	KWIKSAVEBAS 008	FADERII M65 098
STRSRCH SRC 017	HELP BAS 004	LABLMAKRBAS 037	FADERMODBAS 018
GRAFIX1 BAS 007	DOC TXT 017	ONELABELLST 002	INFOMOD BAS 003
GRAFIX2 SRC 010	TYPOII BAS 009	KEYCOMMDBAS 005	INFONEW BAS 024
GRAFIX3 LST 005	SEARCH LST 014	KEYCOMMCBAS 007	LAZYLOADBAS 038
MAILLISTBAS 096	QT BAS 097	KEYDATA LST 006	MIXADD LST 004
VALENTINBAS 006	SCRAMBLEBAS 076	KEYCOMM ASM 020	MIXDEMO DSP 007
DISKDIR BAS 004	WIDETEXTBAS 022	THIEF BAS 071	MODEMIX BAS 077
TEXTEDITBAS 004	WIDETEXTASM024	ZURK BAS 069	USERCALLBAS 008
EXTENDIRSRC 021	PEEKER BAS 005	FONTMAKRBAS 109	VTABLE2ABAS 008
CONVTDIRBAS 015	KOALA BAS 026	*****	VTABLE2BBAS 011
DLIST BAS 009	DISKIO BAS 064	ANTIC VOL3 #12	VTABLE3 BAS 013
TINYTEXTBAS 051	INFOBITSASM 016	APR '85	*****
GRADING BAS 010	TECHTIPSLST 006	DOS SYS 039	ANTIC VOL4 #2
TRACE LST 035	*****	TAX1040 SC 115	JUN '85
WINDOW BAS 014	ANTIC VOL3 #10	AUTORUN SYS 002	DOS SYS 039
WINDOW SRC 008	FEB '85	MENU 017	DUP SYS 042
*****	DOS SYS 039	DOC TXT 007	AUTORUN SYS 002
ANTIC VOL2 #4	DUP SYS 042	HELP BAS 004	MENU 018
AUG '83	HOMELoANBAS 107	QUEENS8 BAS 028	HELP BAS 004
PRNTFONTBAS 025	CURRCAPEBAS 045	AGENT BAS 068	DOC TXT 017
ALPHBLOXBAS 049	TAXFORMSSC 118	SPEECHEDLST 073	TURBO1 LST 003
MOVE SRC 017	SYNDRUM BAS 042	PRICELESBAS 032	BIRD BAS 021
SPRAY SRC 016	BASYNTH BAS 014	PATCHED BAS 013	COLORS ACT 010
OBJTOSTRBAS 022	SAMHANDLBAS 008	SPLASH EXE 035	DISKIO ACT 015
DISASSEMBAS 050	SAMHANDLBAS 008	SPLASH1 BAS 012	DRAW3D ACT 018
INVISICTSRC 007	SAMHANDLASM 024	SPLASH2 ACT 011	GR78M ACT 019
INVISICTBAS 012	KOOKY BAS 120	SPLASH3 ACT 019	HOUSE V3D 004
HIDDEN BAS 009	MUSFLASHBAS 044	SPLASH4 ACT 026	INKLLOOMBAS 067
IDIOT BAS 010	REMMOVE LST 007	MANEUVERBAS 091	MENU3D ACT 011
TELCHESSBAS 065	DOC TXT 016	CRAZY8 BAS 071	MISC1 ACT 012
TMTSPEC BAS 005	HELP BAS 004	PBI M65 021	
ROOT BAS 004	MENU 017	DIGITIZEBAS 022	
MODE1 SRC 012	AUTORUN SYS 002		



PENCILS BAS 025	CONNELLPIC 024	COARSE M65 021	ANTIC VOL 4 #8
PIANO LGO 018	TURNER PIC 056	COARSE FIX 007	DEC '85
PRINTIO ACT 009	TAYLOR PIC 033	DOC TXT 017	DOS SYS 039
STICK3D ACT 016	ALADIN PIC 061	MENU 018	DUP SYS 042
TUTOR BAS 070	GOMEZ FWA 069	COPY130 M65 088	AUTORUN SYS 002
UPDATES ACT 013	*****	PEVB2C M65 026	MENU 018
VIEW3D ACT 014	ANTIC VOL 4 #4	SURPRISEBAS 027	HELP BAS 004
VIEW3D EXE 174	AUG '85	*****	DOC TXT 018
TURBO2 BAS 006	DOS SYS 039	ANTIC VOL 4 #6	CRBUST BAS 004
TURBO3 ASM 011	DUP SYS 042	OCT '85	DUMP LOG 017
-- SIDE B --	AUTORUN SYS 002	DOS SYS 039	CRBUST M65 015
DOS SYS 039	HELP BAS 004	DUP SYS 042	DSKIOFIXBAS 013
DUP SYS 042	MENU 018	MENU 018	DSKIOMAKBAS 105
AUTORUN SYS 002	PROTERM BAS 154	HELP BAS 004	KEYMAC BAS 013
DOC TXT 017	VALIANT BAS 075	DOC TXT 019	VIEW BAS 011
HELP BAS 004	PROHANDLEXE 030	ASYLUM BAS 041	BOXIN BAS 030
MENU 018	BBSMENU ADM 004	BANJO BAS 035	EPROG M65 058
GUP BAS 058	ATARTOONBAS 069	BREATHE BAS 035	EPROG OBJ 008
GUP DMO 041	MINI1030BAS 009	FINESCRLEXE 003	GIGI PIC 019
GUP EXE 016	DLMASTEREXE 068	FINESCRLM65 026	CHEERIO BAS 002
GUP ASM 149	AUTO1030SYS 001	GR3DLOADBAS 012	LES PIC 041
LAURA 011	KNIGHT SHO 024	GRAPH3D BAS 087	NAT PIC 036
MUSIC BAS 125	POKER SHO 027	LEMONADEBAS 041	JULIANNEPIC 034
PALETTE BAS 055	ATARTOONSYS 004	SINEWAVEBAS 007	PATRICK PIC 048
PALETTE ASM 048	DLMASTERACT 059	GUP ASM 150	MICHAEL PIC 033
ROUNDUP BAS 081	STAR LOG 002	*****	CHARLES PIC 053
*****	GRAPHIO BAS 008	ANTIC VOL 4 #7	EVE PIC 041
ANTIC VOL 4 #3	DOC TXT 020	NOV '85	*****
JUL '85	*****	DOS SYS 039	ANTIC VOL 4 #9
DOS SYS 039	ANTIC VOL 4 #5	DUP SYS 042	JAN '8
DUP SYS 042	SEP '85	AUTORUN SYS 002	6DOS SYS 039
AUTORUN SYS 002	DOS SYS 039	MENU 018	DUP SYS 042
HELP BAS 004	DUP SYS 042	HELP BAS 004	AUTORUN SYS 002
MENU 017	HELP BAS 004	DOC TXT 019	MENU 018
DOC TXT 023	CRICKETSBAS 093	CONVERT BAS 078	HELP BAS 004
SLIDE BAS 025	REFLECT BAS 010	CODEWRITM65 065	DOC TXT 021
CRYPTO BAS 027	SOUND BAS 035	CODEWRITEXE 007	ACFONT C 052
DARKSTARACT 019	SOUND16 BAS 024	VAMPRAT BAS 055	BINGO BAS 012
DARKSTARBAS 021	TICFLIP BAS 017	FASTMOVEM65 054	CALENDARBAS 074
DARKSTAREXE 026	TIMER1 BAS 014	FASTMOVEEXE 002	COMPUTERFNT 009
GUESSIT BAS 059	TIMER3 BAS 014	MINE BAS 015	CRS BAS 005
MGCONST BAS 082	TIMER5 BAS 011	THUNDER BAS 006	DESK3 ACC 052
MINIGOLFBAS 088	COARSE EXE 003	SWITCHERBAS 019	DISOLV1 BAS 062
OVERFLOWBAS 036	COPY130 EXE 011	ROBOTS BAS 137	DISOLV2 BAS 073
SG10FIX LST 006	QUEENS8 EXE 026	DUNGEON CRT 041	DUNGEONSBAS 074
STARVENTBAS 037	REVB2C EXE 002	DUNJIN DAT 021	NOOR BAS 002
-- SIDE B --	TIMER2 ASM 021	SUT2P LST 014	SUMMERS LST 003
DOS SYS 039	TIMER4 ASM 019	TYP01ICGBAS 023	SYSANTA BAS 072
DUP SYS 042	QUEENS8 ACT 016	ROBOHELP 004	WIREBALLBAS 070
SEDGWICKEXE 316	AUTORUN SYS 002	ROBO TXT 034	



ANTIC VOL 4 #10	DAHLIAS BAS 027	AUTORUN SYS 002	JULIAN BAS 053
FEB '86	HEAR1 BAS 007	HELP BAS 005	MATHART1BAS 040
DOS SYS 039	HEAR2 BAS 005	MENU 018	MATHART2BAS 041
DUP SYS 042	HEAR3 BAS 008	PORT TXT 028	NEWOWN4 BAS 024
AUTORUN SYS 002	HEAR4 BAS 007	DOC TXT 019	RECIPE BAS 166
FRAC3D C 089	LANDER BAS 093	FRAC3D PRG 084	WEATHER BAS 066
TAX1040 SC 122	BITZ BAS 034	*****	-- SIDE B --
VDISHOW BAS 039	BITZ M65 021	ANTIC VOL5 #1	DOS SYS 039
SOFTWEARBAS 022	LIAR BAS 012	MAY '85	DUP SYS 042
WARRIOR BAS 089	LINKLETRLST 004	DOS SYS 039	AUTORUN SYS 002
MCP M65 128	STIKWRITBAS 040	DUP SYS 042	PORT TXT 028
MCP EXE 007	MYHELLO BAS 016	AUTORUN SYS 002	DOC TXT 019
GO EXE 001	-- SIDE B --	MENU 018	HELP BAS 005
MODIFY OBJ 003	DOS SYS 039	DOC TXT 019	MENU 018
RAMDISK COM 005	DUP SYS 042	HELP BAS 004	BIORTHM BAS 092
KEYS MIC 062	AUTORUN SYS 002	MWCALC BAS 046	FILEIO C 049
CGP220 BAS 040	MENU 018	MYGARDENBAS 103	FILEIO PRG 041
TINYLISTBAS 017	HELP BAS 005	DADS1984GAR 006	*****
PLOTTER1BAS 006	DOC TXT 050	JOES1984GAR 006	ANTIC VOL5 #3
PLOTTER3BAS 006	MIDI PRG 112	POSTRMKRBAS 029	JUL '86
PLOTTER4BAS 009	SMIDI S 005	NEWOWN3 BAS 038	DOS SYS 039
PLOTTER2BAS 006	MIDI C 029	KEYJOY BAS 004	DUP SYS 042
-- SIDE B --	HSOUND C 013	KEYJOY M65 015	AUTORUN SYS 002
DOS SYS 039	SHSOUND S 009	ROCKSLDE BAS 063	MENU 018
DUP SYS 042	HIPOX1 O 005	HEXCON BAS 023	DOC TXT 019
AUTORUN SYS 002	HIPOX2 C 026	ETHERTON LST 004	HELP BAS 004
MENU 018	MODERNE LOG 018	-- SIDE B --	ARTMAKERBAS 035
HELP BAS 004	HSOUND PRG 250	DOS SYS 039	BUILD BAS 017
DOC TXT 040	PORT TXT 028	DUP SYS 042	COMPDECKBAS 050
COUNTRY SHO 027	*****	AUTORUN SYS 002	DECKLOADBAS 028
MARTIAL SHO 031	ANTIC VOL 4 #12	HELP BAS 005	DESERT BAS 067
FIREWRKSSHO 150	APR '86	PORT TXT 028	NEWOWN5 BAS 029
WIZARD SHO 085	DOS SYS 039	DOC TXT 019	QUARTER BAS 008
COUNTRY FNT 009	DUP SYS 042	CNTLIN PAS 014	RLE EXE 042
WIZARD FNT 009	AUTORUN SYS 002	RADIO BAS 014	RLEMAKE BAS 032
HELPTOONSHO 026	MENU 018	JOYSTICKC 026	SHUFFLE BAS 015
HELPTOONFNT 009	DOC TXT 019	PONG C 082	TITLE PIC 029
CLASS SHO 081	ANIMAL BAS 036	PONG PRG 057	ROYAL DCK 185
ATARTOONBAS 069	FRACTAL BAS 062	JOYSTICKPRG 023	-- SIDE B --
ATARTOONSYS 004	ZOOM 062	MENU 018	DOS SYS 039
*****	JULIA 062	*****	DUP SYS 042
ANTIC VOL 4 #11	NEWOWN2 BAS 014	ANTIC VOL5 #2	AUTORUN SYS 002
MAR '86	JULIA DAT 001	JUN '86	PORT TXT 028
DOS SYS 039	ZOOM DAT 001	DOS SYS 039	DOC TXT 019
DUP SYS 042	LIFE BAS 018	DUP SYS 042	HELP BAS 005
AUTORUN SYS 002	TTT BAS 096	AUTORUN SYS 002	MENU 018
MENU 018	VSAVER LST 006	MENU 018	GRAFCON C 208
HELP BAS 004	HELP BAS 004	DOC TXT 01	GRAFCON PRG 106
DOC TXT 018	-- SIDE B --	5HELP BAS 004	SPOTS DCK 185
CALFIX LST 004	DOS SYS 039	BOMBSQU BAS 116	-
	DUP SYS 042	DECIDE BAS 079 -	



ANTIC VOL5 #4	NEWOWN6 BAS 014	ANTIC VOL5 #7	-- SIDE B --
AUG '86	LINKLINEEXE 015	NOV '86	DOS SYS 039
DOS SYS 039	WEFAX 1 246	DOS SYS 039	DUP SYS 042
DUP SYS 042	WX BAS 061	DUP SYS 042	AUTORUN SYS 002
AUTORUN SYS 002	-- SIDE B --	AUTORUN SYS 002	DOC TXT 026
MENU 018	DOS SYS 039	MENU 019	HELP BAS 005
DOC TXT 017	DUP SYS 042	HELP BAS 004	LINKLINEPRG 039
HELP BAS 004	AUTORUN SYS 002	LINKLINEEXE 015	MENU 019
BUMBLBEE BAS 041	MENU 018	DOC TXT 020	PORT TXT 029
CHARFONT EXE 055	HELP BAS 005	TYPOII LST 009	TYPOST BAS 017
FILEMSTR BAS 096	DOC TXT 023	AUTOTYPOLST 026	DEDUCT BAS 050
LINKLINE EXE 015	PORT TXT 029	NEWOWN7 BAS 016	STEPPER C 074
LINKLINE M65 005	LINKLINE PRG 039	CLIFF BAS 050	HOLIDAY PC1 071
LINKA M65 081	STFAX S 175	CARFINANBAS 041	*****
BLOCK FNT 009	STFAX TOS 022	BUDGETDBBAS 087	ANTIC VOL5 #9
OUTLINE FNT 009	SEASURF PI3 257	VGRAPH BAS 086	JAN '87
GOTHIC FNT 009	*****	CAPS PRF 001	DOS SYS 039
ROMAN FNT 009	ANTIC VOL5 #6	COATS PRF 001	DUP SYS 042
SCRIPT FNT 009	OCT '86	SCARFS PRF 001	AUTORUN SYS 002
DSKINSRT BAS 030	DOS SYS 039	-- SIDE B --	MENU 018
CHARFONT BAS134	DUP SYS 042	DOS SYS 039	HELP BAS 004
-- SIDE B --	AUTORUN SYS 002	DUP SYS 042	DOC TXT 022
DOS SYS 039	DOC TXT 021	AUTORUN SYS 002	TYPETALK TLK 013
DUP SYS 042	LINKLINE EXE 015	DOC TXT 023	TYPOII LST 009
AUTORUN SYS 002	MENU 018	HELP BAS 005	DOORPRIZ BAS 027
PORT TXT 028	TYPOII LST 009	LINKLINEPRG 039	DOORPRIZ TLK 032
DOC TXT 019	CANON BAS 006	MENU 019	MATH BAS 114
HELP BAS 005	CASTLE BAS 077	PORT TXT 029	MATH TLK 136
MENU 018	RAINBOW BAS 005	TYPOST BAS 017	REBOUND BAS 128
LINKLINEC 056	SIDEWIND BAS 016	HANGMAN BAS 051	MENU BAS 019
MEDIUM C 027	SNAKE BAS 099	*****	NEWOWN10 BAS 058
RLESEE C 073	STRETCH ACT 020	ANTIC VOL5 #8	LINKLINE EXE 015
LINKLINEPRG 039	STRETCH EXE 027	DEC '86	-- SIDE B --
RLESEE PRG 050	VISIONS BAS 004	DOS SYS 039	DOS SYS 039
*****	HELP BAS 004	DUP SYS 042	DUP SYS 042
ANTIC VOL5 #5	BEGOOD PI2 257	AUTORUN SYS 002	AUTORUN SYS 002
SEP '86	-- SIDE B --	DOC TXT 020	MENU 018
DOS SYS 039	DOS SYS 039	HELP BAS 004	HELP BAS 006
DUP SYS 042	DUP SYS 042	LINKLINEEXE 015	LINKLINEPRG 039
AUTORUN SYS 002	AUTORUN SYS 002	MENU 019	DOC TXT 026
MENU 018	DOC TXT 024	TYPOII LST 009	PORT TXT 029
HELP BAS 004	HELP BAS 005	GOWEST BAS 035	TYPOST BAS 017
DOC TXT 020	MENU 018	NEWOWN8ABAS 011	TALKTYPES 061
FAX M65 003	PORT TXT 029	NEWOWN8BBAS 009	STARTREKBAS 178
FAXA M65 108	LINKLINE PRG 039	NEWOWN8CBAS 030	ROULETTEEXE 09
WESIM BAS 016	RESCUE PI2 257	RSMAP BAS 060	1ROULETTEDOC 011
WETST BAS 006	CHANGEMS BAS 007	NUCWASTEBAS 049	TALKTYPETOS 010
FAX EXE 022	MOUSEDIT BAS 064	SPELLB BAS 088	HOLIDAY PC1 071
TRACER M65 054	STCASTLE BAS 090	STEPPER BAS 051	*****
TRACER EXE 103	TYPOST BAS 017	SUB EXE 047	



ANTIC VOL5 #12	HOP BAS 021	STINGRAYBAS 018	NT1 TXT 150
APR '87	AROGUE BAS 125	GOLFHDCPBAS 038	ANT2 TXT 125
DOS SYS 039	AROGUE FNT 009	MAIL LGO 027	NETJAN SC 049
DUP SYS 042	NEWOWN14BAS 036	VERBOT BAS 039	NETJULY SC 048
AUTORUN SYS 002	SOUNDMENBAS 030	-- SIDE B --	GFACOSINBAS 010
MENU 018	WORDFUN 166	DOS SYS 039	STCOSINEBAS 008
HELP BAS 004	WORDFONT 011	DUP SYS 042	*****
DOC TXT 021	WORDFUN SYS 004	AUTORUN SYS 002	ANTIC VOL6 #4
LINKLINE EXE 015	WFUN TXT 011	MENU 018	AUG '87
TYPOII LST 009	-- SIDE B --	HELP BAS 005	DOS SYS 039
BREAK LST 003	DOS SYS 039	LINKLINEPRG 039	DUP SYS 042
MUSICIAN BAS 016	DUP SYS 042	DOC TXT 027	AUTORUN SYS 002
MUSICIAN M65 044	AUTORUN SYS 002	PORT TXT 029	MENU 018
SLOWLISTEXE 001	MENU 018	TYPOST BAS 017	HELP BAS 004
SLOWLISTM65 016	HELP BAS 005	GEMSHLLC 012	DOC TXT 022
NEWOWN13BAS 018	LINKLINEPRG 039	MOTHER PC1 215	LINKLINE EXE 015
TAXMAN BAS 044	DOC TXT 023	*****	TYPOII LST 009
TAX1986 SC 112	PORT TXT 029	ANTIC VOL6 #3	TITLE BAS 014
PSLABELSBAS 097	TYPOST BAS 017	JUL '85	MAKEAUTO BAS 014
MODERN FNT 009	TOWERS BAS 081	DOS SYS 039	TOPDOT1 LST 028
FANCY FNT 009	WFPZZL1 018 023	DUP SYS 042	BOTMDOT1 LST 028
OUTLINE FNT 009	WFPZZL2 000 024	AUTORUN SYS 002	SG10LOAD LST 005
ROMAN FNT 009	WFPZZL3 000 023	MENU 018	OKILOAD LST 005
BACKTALKFNT 009	WFPZZL4 000 023	HELP BAS 004	G10XLOAD LST 005
STOP FNT 009	WFPZZL5 000 023	DOC TXT 021	FX80LOAD LST 005
-- SIDE B --	WFPZZL6 000 023	LINKLINE EXE 015	TAPELESS BAS 046
DOS SYS 039	WFPZZL7 000 024	TYPOII LST 009	POLYMOVE BAS 039
DUP SYS 042	WFPZZL8 000 023	AFTIMAGE BAS 034	LINKBAS EXE 067
AUTORUN SYS 002	WFPZZL9 000 023	ARTCONVR EXE 026	DIMNDAVE BAS 045
MENU 018	WFPZZL10000 023	CHICKEN BAS 065	TEMPCONVBAS 012
HELP BAS 005	WFPZZL11000 023	GHOST BAS 031	CHAREDITBAS 096
LINKLINEPRG 039	WFPZZL12000 022	GHOST FNT 009	LINKBAS BAS 032
DOC TXT 023	WFPZZL13000 013	RWB BAS 048	CHAREDIT EXE 102
PORT TXT 029	HELP 064	COLUMN80 SET 009	-- SIDE B --
TYPOST BAS 017	*****	EASY80 BAS 034	DOS SYS 039
LIMIT C 058	ANTIC VOL6 #2	HOUSE02 LST 006	DUP SYS 042
LIMIT PRG 038	JUN '86	HOUSE03 LST 009	AUTORUN SYS 002
*****	DOS SYS 039	ARTCONVRM65 245	MENU 018
ANTIC VOL6 #1	DUP SYS 042	HOUSE BAS 021	HELP BAS 007
MAY '86	AUTORUN SYS 002	-- SIDE B --	LINKLINE PRG 039
DOS SYS 039	MENU 018	DOS SYS 039	DOC TXT 022
DUP SYS 042	HELP BAS 004	DUP SYS 042	PORT TXT 029
AUTORUN SYS 002	DOC TXT 020	AUTORUN SYS 002	TYPOST BAS 017
MENU 018	LINKLINEEXE 015	MENU 018	REBOUNDXBAS 170
HELP BAS 005	TYPOII LST 009	HELP BAS 005	HAIKU BAS 068
DOC TXT 020	CITADEL BAS 037	LINKLINE PRG 039	JAPAN FNT 009
LINKLINE EXE 015	HAUNT BAS 05	DOC TXT 025	ANTICDB EXE 161
TYPOII LST 009	7HAUNT01 BAS 012	PORT TXT 029	DETAILS TXT 011
SOUNDST BAS 013	INFORMEREXE 003	TYPOST BAS 017	ALFISH BAS 072
POKER BAS 089	INFORMERM65 046		



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COST

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3	-----	----	3	----	-----	----
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ANTIC VOL6 #5	PLAYDEM M65 007	DOS SYS 039	ANTICPUB TXT 061
SEP '86	PRESQUIZ BAS 035	DUP SYS 042	.....
DOS SYS 039	PROMPTER BAS 070	AUTORUN SYS 002	ANTIC VOL6 #9
DUP SYS 042	RESISTOR BAS 096	MENU 018	JAN '88
AUTORUN SYS 002	VBIRD BAS 009	HELP BAS 005	DOS SYS 039
MENU 018	FBPRED BAS 123	LINKLINEPRG 039	DUP SYS 042
HELP BAS 004	ANTICDB TXT 042	DOC TXT 025	AUTORUN SYS 002
DOC TXT 025	-- SIDE B --	PORT TXT 029	MENU 018
LINKLINE EXE 015	DOS SYS 039	TYPOST BAS 017	HELP BAS 007
TYPOII LST 009	DUP SYS 042	GFATIME BAS 022	DOC TXT 020
APR BAS 089	AUTORUN SYS 002	STTIME BAS 009	LINKLINE EXE 015
DESKCALC BAS 062	MENU 018	ANTISTARPI 257	TYPOII LST 009
DOOMSTAR BAS 104	HELP BAS 008	.....	SSIJ6 DRV 001
BIRDEGGS BAS 060	LINKLINEPRG 039	ANTIC VOL6 #8	SSIJ8 DRV 001
HOUSE04 BAS 033	DOC TXT 023	DEC '87	MAILER LST 009
ART BAS 004	PORT TXT 029	DOS SYS 039	TOPSHELF BAS 130
MAILLIST BAS 055	TYPOST BAS 017	DUP SYS 042	AWRITFIX BAS 005
PRTMAKE BAS 008	PSC EXE 045	AUTORUN SYS 002	BCOPY EXE 025
AUTOAPR SYS 002	PROMPT PRG 094	MENU 018	BOUNCE BAS 019
-- SIDE B --	PSC DOC 043	HELP BAS 004	PEGBBOARD BAS 024
DOS SYS 039	PROMPT BAS 042	DOC TXT 022	ROLLOUT BAS 033
DUP SYS 042	DICTION 1 005	LINKLINEEXE 015	BIGFOOT BAS 011
AUTORUN SYS 002	SPELL M65 112	TYPOII LST 009	HANDCAR BAS 009
MENU 018	SPELL SUB 095	DUNGEON BAS 149	SUNSET BAS 007
HELP BAS 006	SPELL DAT 024	ICONVERTBAS 060	SSIJOY6 M65 012
LINKLINEPRG 039	.....	SCIHELP BAS 098	BCOPY TXT 027
DOC TXT 022	ANTIC VOL6 #7	ENVELOPEBAS 055	SSIJOY8 M65 021
PORT TXT 029	NOV '87	PSLMOD LST 021	SSIJOY6 BAS 008
TYPOST BAS 017	DOS SYS 039	MORSE8 BAS 016	SIJOY8 BAS 011
MAX BAS 111	DUP SYS 042	HOWDY PIC 06	BIO BAS 090
STRIVIA BAS 085	AUTORUN SYS 002	2NADAV PIC 062	-- SIDE B --
MAX TXT 041	MENU 018	-- SIDE B --	DOS SYS 039
STRIVIA PRG 149	HELP BAS 005	DOS SYS 039	DUP SYS 042
STRIVIA QIZ 007	DOC TXT 022	DUP SYS 042	AUTORUN SYS 002
.....	LINKLINEEXE 015	AUTORUN SYS 002	MENU 018
ANTIC VOL6 #6	TYPOII LST 009	MENU 018	HELP BAS 005
OCT '87	BIBWRITEBAS 089	HELP BAS 008	LINKLINE PRG 039
DOS SYS 039	TRAVEL BAS 065	LINKLINEPRG 039	DOC TXT 023
DUP SYS 042	WYSIWYG BAS 094	DOC TXT 026	PORT TXT 029
AUTORUN SYS 002	PROJPLNRBAS 154	PORT TXT 029	PARTA BAS 030
MENU 018	HOTCOLD BAS 033	TYPOST BAS 01	PARTA PRG 067
HELP BAS 008	GALLEONSEXE 036	7ANTICPUB BAS 124	PARTB BAS 007
DOC TXT 020	WEST MAP 006	GFAMORSE BAS 031	
LINKLINEEXE 015	GALLEONSTXT 025	FRAME FIT 023	
TYPOII LST 009	FANCY FNT 009	TEXAS FIT 023	
BALANCE BAS 049	JUDICIALFNT 009	LOMBARDYFIT 015	
FLASH BAS 035	MODERN FNT 009	HEBREW FIT 007	
GRAPHDEMBAS 019	STOP FNT 009	TAVERN FIT 014	
GRAPHDLIM65 008	BACKTALKFNT 009	SMALL FIT 004	
PLAYDEM BAS 014	-- SIDE B	GFAMORSE PRG 090	



of Inside Info. No 34 due to lack of space and general confusion- see Garry's article in Inside Info No34. Watch for other language versions in future editions.

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1 .....
2 REM The Antic 3 Environment
3 REM By
4 REM Gary Spliterl
5 REM Completed on 18/9/87
6 REM ( 1987 )
7 .....
20 CHBAS-57344:RATE-1807
30 CHSET-(PEEK(106)-38)*256:LET
  NEW_DL_ADR-CHSET+1024
40 POKE 559,0
50 DL-DPEEK(560)
60 FOR I=0 TO 29
70 READ A
80 POKE DL+I,A
90 NEXT I
100 DATA 0,87,84,188
110 DATA 3,3,3,3,3,3,3,3,3,3,
  3,3,3,3,3,3,3,3,2
120 DATA 85,32,188
130 MOVE CHBAS,CHSET,1024:MOVE
  DL,NEW_DL_ADR,30
140 POKE 756,CHSET/256:POKE
  710,116:POKE 712,116:POKE
  709,12:POKE 82,0
150 ? " ) TURBO BASIC version
  1.05+ ( 1987 " : ? " WITH
  ANTIC 3 CHARACTER SET " : ?
152 ? " TO RESTORE ENVIRONMENT
  TYPE: "
153 ? " MOVE $ : HEX$(NEW_DL_ADR):
  " ,DPEEK(560),30:
POKE 756," : CHSET/256
160 NCHAR-128
170 RPLC-0
180 EXEC LOAD_SET
185 EXEC FLASHING_CURSOR
186 .....
187 REM FLASHING CURSOR RATE.
POKE WITH YOUR OWN PREFERENCE, 0
FASTEST, 255 SLOWEST
188 POKE RATE,20
189 .....
190 POKE $D01F,4:POKE 559,34:END
200 PROC LOAD_SET
203 RESTORE 1000
205 FOR I=1 TO NCHAR
210 FOR J=0 TO 7
220 READ A

```

```

230 POKE CHSET+8*RPLC,J,A
240 NEXT J
250 RPLC-RPLC+1
260 NEXT I
270 ENDPROC
300 PROC FLASHING_CURSOR
305 RESTORE 320
310 FOR X=1536 TO 1614:READ
  A:POKE X,A:NEXT X:X=USR(1536)
320 DATA 104,185,9,41,1,240,14,185,12,
  141,43,8,185,13,141,44,8,189,1,133
330 DATA 9,189,39,133,12,189,8,133,13,
  182,8,180,45,189,7,32,92,228,98,32
340 DATA 29,8,76,77,180,185,87,208,
  26,208,78,8,208,21,180,0,185,93,81,94
350 DATA 41,127,208,8,177,94,73,128,
  145,94,189,32,141,78,8,76,98,228,32
360 ENDPROC
990 .....
995 REM CHARACTER SET DATA
996 .....
1000 DATA 0,0,0,0,0,0,0,0
1001 DATA 0,24,24,24,24,24,0,24
1002 DATA 0,102,102,0,0,0,0,0
1003 DATA 0,0,102,255,102,102,255,102
1004 DATA 0,24,82,98,80,8,124,24
1005 DATA 0,0,102,108,24,48,102,70
1006 DATA 0,58,108,58,112,222,204,118
1007 DATA 0,24,24,48,0,0,0,0
1008 DATA 14,24,24,24,24,24,24,14
1009 DATA 112,24,24,24,24,24,24,112
1010 DATA 0,0,102,80,255,80,102,0
1011 DATA 0,0,24,24,128,24,24,0
1012 DATA 0,0,0,0,0,24,24,48
1013 DATA 0,0,0,0,128,0,0,0
1014 DATA 0,0,0,0,0,0,24,24
1015 DATA 0,0,8,12,24,48,98,84
1016 DATA 0,124,198,208,254,
  230,198,124
1017 DATA 0,24,58,24,24,24,24,80
1018 DATA 0,124,198,12,24,48,98,254
1019 DATA 0,128,12,24,12,8,198,124
1020 DATA 0,12,28,80,108,204,254,12
1021 DATA
  0,254,192,252,8,8,198,124
1022 DATA
  0,124,192,252,198,198,198,124
1023 DATA 0,254,198,12,24,48,48,48
1024 DATA
  0,124,198,124,198,198,198,124

```



1025 DATA 0,124,198,198,126,8,198,124  
 1026 DATA 0,0,24,24,0,24,24,0  
 1027 DATA 0,0,0,24,0,24,24,48  
 1028 DATA 0,8,12,24,48,24,12,8  
 1029 DATA 0,0,0,126,0,0,126,0  
 1030 DATA 0,98,48,24,12,24,48,98  
 1031 DATA 0,60,102,8,12,24,0,24  
 1032 DATA  
 0,124,198,222,214,222,192,126  
 1033 DATA  
 0,58,124,198,198,254,198,198  
 1034 DATA  
 0,252,102,102,124,102,102,252  
 1035 DATA  
 0,124,198,192,192,192,198,124  
 1036 DATA  
 0,248,108,102,102,102,108,248  
 1037 DATA  
 0,254,102,98,120,98,102,254  
 1038 DATA 0,254,102,98,120,98,98,240  
 1039 DATA  
 0,126,198,192,208,198,198,126  
 1040 DATA  
 0,198,198,198,254,198,198,198  
 1041 DATA 0,120,48,48,48,48,48,120  
 1042 DATA  
 0,30,12,12,12,12,204,120  
 1043 DATA  
 0,198,204,218,240,218,204,198  
 1044 DATA  
 0,240,98,98,98,98,102,254  
 1045 DATA  
 0,198,238,254,214,198,198,198  
 1046 DATA  
 0,198,230,248,222,208,198,198  
 1047 DATA  
 0,124,198,198,198,198,198,124  
 1048 DATA  
 0,252,102,102,124,98,98,240  
 1049 DATA  
 0,124,198,198,198,198,204,118  
 1050 DATA  
 0,252,102,102,124,102,102,230  
 1051 DATA  
 0,126,198,192,124,8,198,252  
 1052 DATA  
 0,252,180,48,48,48,48,120  
 1053 DATA  
 0,198,198,198,198,198,198,124  
 1054 DATA 0,198,198,198,198,198,108,58  
 1055 DATA  
 0,198,198,198,214,254,238,198  
 1056 DATA  
 0,198,198,108,58,108,198,198  
 1057 DATA 0,102,102,102,60,24,24,24  
 1058 DATA  
 0,254,208,28,58,112,230,254  
 1059 DATA 0,30,24,24,24,24,24,30  
 1060 DATA 0,0,192,98,48,24,12,8  
 1061 DATA 0,120,24,24,24,24,24,120  
 1062 DATA 0,18,58,108,198,0,0,0  
 1063 DATA 0,0,0,0,0,0,0,254  
 1064 DATA 4,60,39,49,7,225,57,33  
 1065 DATA  
 60,102,195,153,153,128,153,255  
 1066 DATA  
 254,131,153,131,153,153,131,254  
 1067 DATA  
 126,195,153,159,159,153,195,126  
 1068 DATA  
 252,134,147,153,153,147,134,252  
 1069 DATA  
 255,129,159,130,158,159,129,255  
 1070 DATA  
 255,129,159,130,158,144,144,240  
 1071 DATA  
 126,195,153,158,145,153,195,126  
 1072 DATA  
 255,153,153,129,153,153,153,255  
 1073 DATA  
 126,68,102,38,38,102,68,126  
 1074 DATA 15,9,9,9,233,153,195,126  
 1075 DATA  
 239,153,147,134,134,147,153,239  
 1076 DATA  
 240,144,144,144,144,159,129,255  
 1077 DATA  
 247,158,138,128,148,158,148,247  
 1078 DATA  
 247,153,137,129,129,145,153,239  
 1079 DATA  
 126,195,153,153,153,153,195,126  
 1080 DATA  
 254,131,153,153,131,158,144,240  
 1081 DATA  
 126,195,153,153,153,147,201,127  
 1082 DATA  
 254,131,153,153,131,147,153,239



1083 DATA  
 127,193,158,195,57,249,131,254  
 1084 DATA 255,129,231,36,36,36,36,60  
 1085 DATA  
 255,153,153,153,153,153,195,126  
 1086 DATA  
 255,153,153,153,153,195,102,60  
 1087 DATA  
 247,148,156,148,126,136,156,247  
 1088 DATA  
 231,153,153,195,195,153,153,231  
 1089 DATA  
 255,153,153,195,102,36,36,60  
 1090 DATA  
 255,129,243,102,204,159,129,255  
 1091 DATA 120,96,120,96,126,24,24,30  
 1092 DATA  
 60,102,195,129,231,36,36,60  
 1093 DATA 60,36,36,231,129,195,102,60  
 1094 DATA 0,60,100,207,129,207,100,60  
 1095 DATA 0,60,36,243,129,243,36,60  
 1096 DATA  
 6,30,248,192,216,206,248,30  
 1097 DATA 0,0,0,124,6,126,198,126  
 1098 DATA  
 0,0,192,252,198,198,198,252  
 1099 DATA 0,0,0,124,198,192,198,124  
 1100 DATA 0,0,6,126,198,198,198,126  
 1101 DATA 0,0,0,124,198,254,192,126  
 1102 DATA 0,0,60,102,96,120,96,96  
 1103 DATA 6,124,0,126,198,198,198,126  
 1104 DATA 0,0,192,252,198,198,198,198  
 1105 DATA 0,0,48,0,112,48,48,120  
 1106 DATA 6,124,0,6,0,6,6,6  
 1107 DATA 0,0,192,192,216,240,216,204  
 1108 DATA 0,0,56,24,24,24,24,60  
 1109 DATA 0,0,0,198,238,254,214,198  
 1110 DATA 0,0,0,252,198,198,198,198  
 1111 DATA 0,0,0,124,198,198,198,124  
 1112 DATA  
 192,192,0,252,198,198,198,252  
 1113 DATA 6,6,0,126,198,198,198,126  
 1114 DATA 0,0,0,248,204,192,192,192  
 1115 DATA 0,0,0,126,192,124,6,252  
 1116 DATA 0,0,48,124,48,48,48,28  
 1117 DATA 0,0,0,198,198,198,198,126  
 1118 DATA 0,0,0,198,198,198,108,56  
 1119 DATA 0,0,0,198,214,254,238,198  
 1120 DATA 0,0,0,102,60,24,60,102  
 1121 DATA 6,124,0,198,198,198,198,126

1122 DATA 0,0,0,252,24,48,96,254  
 1123 DATA  
 126,0,126,195,219,211,219,195  
 1124 DATA 24,24,24,24,24,24,24,24  
 1125 DATA  
 249,15,255,129,134,131,145,153  
 1126 DATA 8,0,8,24,56,120,56,24  
 1127 DATA 16,0,16,24,28,30,28,245

ANTIC VOL6 #9  
 JAN '88  
 DOS SYS 039  
 DUP SYS 042  
 AUTORUN SYS 002  
 MENU 018  
 HELP BAS 007  
 DOC TXT 020  
 LINKLINEEXE 015  
 TYPOII LST 009  
 SSIJ6 DRV 001  
 SSIJ8 DRV 001  
 MAILER LST 009  
 TOPSHELFBAS 130  
 AWRITFIXBAS 005  
 BCOPY EXE 025  
 BOUNCE BAS 019  
 PEGBOARD BAS 024  
 ROLLOUT BAS 033  
 BIGFOOT BAS 011  
 HANDCAR BAS 009  
 SUNSET BAS 007  
 SSIJOY6 M65 012  
 BCOPY TXT 027  
 SSIJOY8 M65 021  
 SSIJOY6 BAS 008  
 SIJOY8 BAS 011  
 BIO BAS 090  
 -- SIDE B --  
 DOS SYS 039  
 DUP SYS 042  
 AUTORUN SYS 002  
 MENU 018  
 HELP BAS 005  
 LINKLINE PRG 039  
 DOC TXT 023  
 PORT TXT 029  
 PARTA BAS 030  
 PARTA PRG 067  
 PARTB BAS 007



# ST SECTION

## HINTS & TIPS

### • CHANGING DISKS

The ST manual says you have to close the window currently active, insert the new disk, then open it's window.

A quicker method is - leaving the window open replace the disk and hit escape. The new disk's directory will be displayed in the active window.

### • SCROLLING

Simultaneously hold down the control key and press S to stop scrolling a file.

Control & Q will restart scrolling.

Control & C will return the desktop.

### • COPYING FILES

To copy several files which aren't together in the directory- Hold down the shift key whilst selecting each file you wish to copy with the left mouse button. Then drag all the selected files to the destination disk or folder.

Holding down the shift key and clicking on a file which was previously selected, deselects that file. Handy for copying an entire disk, except for a few files.

If you have more than one window opened and wish to copy a file from an inactive window, without making it active- place the pointer on the file, click the right mouse button, then hold down the left mouse button and drag the file to another window, folder or icon.

### • COPYING A FLOPPY DISK TO RAM DISK OR HARD DRIVE, OR RAM DISK TO FLOPPY DISK OR HARD DRIVE

Open a window for the floppy disk, ramdisk or hard drive you wish to copy too. Then drag (holding down the left mouse button) the floppy or ramdisk icon to be copied, into the open window.

This method also works for copying to a folder in an opened window.

### • PRINT THE SCREEN (REQUIRES AN EPSON - COMPATIBLE PRINTER)

Simultaneously press the alternate and help keys to print a snapshot of the screen. If the image doesn't fit on the printed page - select printer config. from the GEM desktop and choose 960 for pixels/line. Save the desktop to make it permanent.

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# ***THE FUTURE***

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## ***NEW LAMPS FOR OLD***

### **BLITTERS AND ROMS**

The Mega ST is basically an expanded ST with some important additions - the blitter chip and the new TOS ROMs.

Atari Corp. will (depending on availability) upgrade your present ST replacing your old ROMs with the new ROMs (new lamps for old?) and blitter chip for around \$200.00.

The blitter chip is a piggy back ROM unit which fits into existing slots on the ST's mother board.

It is purely and simply a very fast memory mover. About five times as fast as the present software in ROM. It is capable of addressing up to 16 Megabytes (the Amiga has a blitter which can address up to 512K).

Software must be written to specifically use this chip, otherwise no advantage is gained. An on/off switch operated from the drop-down menus on the desk top is included in the new operating system ROMs (TOS 1.09).

Software houses are presently modifying their ST software to run with the new ROMs (some programs crash having been written for the older operating system).

As software houses begin releasing programs to take advantage of the blitter chip and the new ROMs we will see software which will make Macintosh and IBM users positively green with envy.

## ***NEW PRODUCTS***

### **JUGGLER**

A multi-tasking program from Michtron which allows you to have up to 7 GEM programs in memory at the same time. You can switch between them without the hassle of having to save files.

### **PC-DITTO**

IBM emulator for the ST. Runs Lotus 1-2-3 and most other IBM software.

### **SPECTRUM 512**

From Antic Software is described as a breakthrough for the ST it allows 512 colours on screen. Will run on an unmodified 520, although you will have to remove the desk accessories from your boot disk. STs built before December 1985 will require the MMU graphics chip upgrade. It has many features including an anti-aliasing tool to smooth out the "jaggies".

### **THE BERKLEY INTERFACE**

Allows you to connect any standard IBM hard disk drive to your ST.

### **ALADIN**

Emulates 512K Macintosh. Runs 90% of all 512K Mac software. Boots the operating system direct from the built in Superdisk. Cost \$499.00 (see Paragon add).

### **ENCODER/MODULATOR**

For early model 520 and 1040 STs which were released without a T.V. modulator. Cost \$120.00.  
Phone ASTRONICS in Adelaide  
- 354 0405.



## NEOCHROME ANIMATION

If you have NEOChrome version .9 or 1, you may be surprised to know animation is available within the program. Not just colour cycling, but actual page flipping of up to 99 pictures.

To animate, click on the Grabber icon. Then go to the word "Grabber" appearing to the right and put the point of the arrow in the top left hole of the last "R". Press the right mouse button. Now a new icon looking like a movie camera appears in the left group of icons. Amazing!

Go to the drawing screen and create a small object to animate.

Click on the movie camera and go to your object. Click and hold the left mouse button to put a rectangle around it. Allow plenty of room, since this will be where you animate.

Now move the cursor to the right box and click on ADD. Go back to the object and click and HOLD the right mouse button. The Grabber will appear. Use it to move the object slightly. You can use the X and Y guide if you wish. Then go back to ADD and repeat as often as you like. Each ADD creates another animation frame.

Finally, click on one of the arrows in the right box to begin animation. Left mouse button speeds it up, right mouse button slows it down. Be careful not to speed up the animation too much as you will lose the arrow cursor.

Clicking on the opposite arrow with the right mouse button stops the animation.

You can have colour cycling and animation going at the same

time. I drew a little rocket and had streams of fire coming out the rear which I colour cycled with three shades of orange. Then I moved the whole thing with the animation feature.

Clicking on the small COPY BOX icon in the lower centre of the animate menu will place the current animation frame into the cut buffer.

Unfortunately you must have the work screen covering up the bottom half of your picture in order for the animation to run. Apparently this bug has kept this feature "secret" and undocumented.

The animation feature allows you to save and load in complete animation sequences. The filename has an ".ANI" extender instead of ".NEO". If you have the famous public domain NeoChrome parrot animation flying across the screen you can load the parrot and animate in NeoChrome! There are twenty separate pictures making up the flying motion.

There are a few other features in NeoChrome which are not available in Degas or Degas Elite.

The Jackknife icon allows you to cut around irregular shapes to copy into the cut buffer. You can move an object behind the rest of the picture rather than in front.

I was dissatisfied in the decision to make version 1.0 the official "final" release. There is still one blank space in the icon menu. The animation feature is unfinished. And when are they going to make the fill patterns already built into GEM available?



#### A REVIEW OF THE LIGHTSPEED 520ST RAM UPGRADE PACK

Tech-Soft in Cottesloe, Western Australia offers a 520K memory upgrade for the Atari 520ST. There's nothing unusual about that what's unusual is that the upgrade is a plug-in-and-run board that fits under the RF shield. No component changes, no trace cuts, no solder (no solder burns).

The LIGHTSPEED 520ST RAM unit attaches to the buffer chips and plugs into the MMU (Memory Management Unit) socket, which is the large square socket near the centre of the 520ST's board, top side. This is accomplished without evicting the MMU, because the socket is designed to permit such additions; the pins and contact are on the sides, not the bottom, of the MMU and the upgrade plug insinuates its pins precisely between the MMU contacts and those of the socket - if everything is aligned correctly and you don't bend any pins.

I can report that I had no difficulty whatever with the installation. As recommended I strapped a grounded cuff to my wrist and went right to work. The entire job took me about ten minutes, from reading the installation instructions to re-closing the case.

You can certainly do an upgrade cheaper if you buy your own chips and piggyback, but you have to decide what your time is worth. Ninety percent of the up-graders I know spent several days after installation, just debugging their equipment - finding poor connections and re-soldering. If you're not highly skilled then the 520 ST RAM Upgrade is the way to go. The unit looks well designed electrically and mechanically.

Now the habituating part:-Tech-Soft is offering additional memory upgrades all the way to 2.5 and 4 Meg. So you'll insert your first half meg and then you start thinking "That was so easy, and 'i wouldn't be any harder to add just a little more".

You think you won't become addicted? Then consider this: The board I installed can be upgraded to 2.5 and 4 Meg at any time, simply by replacing its 256K chips with 1 Meg chips and moving a few jumpers. Today's 256-kilobit Ram prices may have fallen by the time you read this. If you feel you can source the chips yourself the upgrade to 1 Meg may be cheaper if you buy an unpopulated board also available from Tech-Soft. Now that the 1 Meg chips are entering the scene at a realistic price the upgrade to 4 Meg is no longer just a dream. Who needs 4 Meg? Well a year from now you will be doing a bit of desktop publishing, and you'll long for a humongous RAM DISK that will let you scroll rapidly from the top of a large document to the end. Your hard drive is pretty fast, but you don't want pretty fast, you want right now! There is no question that for real efficiency RAM is the way to go.

And now for the prices:

1 MEG Budget Non Expandable version \$249

Deluxe Board as review No Ram Installed \$249.00

Deluxe Board 1MEG \$349 : 1040 Version 2,4 Meg No Ram \$229

Populated boards' prices subject to current Ram Chip prices.



## ATARI MAIL ORDER SPECIALISTS

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### GFA ARTIST

- \* **GFA Artist utilizes 2 different Low Res. modes:**
  - Low-Res* the normal low resolution mode
  - Low-Res Static* mode lets you use over 1,000 colours on the screen at the same time!
- \* **GFA Artist is compatible** with all standard screen formats (DEGAS, NEOCHROME etc)
- \* **The Function Selection Box** integrates both low and medium resolution into one screen
- \* **You can use the 80-character mode** (medium resolution) for function selection together with the low resolution mode for artwork
- \* **Film-file** (also allows work in both low and medium resolution simultaneously, as well as many other special features)

### THE JUGGLER

- \* **The Juggler is a switching application** that lets you keep up to seven GEM applications resident in memory at the same time
- \* **It gives you the power** to quickly move between applications while avoiding the hassle of saving files
- \* **You have easy access to all applications** via the *switch board*. A few mouse clicks will put you instantly where you want to be
- \* **The Juggler** can be configured to automatically load a set of GEM applications

### CIRCUIT MAKER

- \* **Circuit Maker** is a professional full featured program that will enable you to design, construct, and test an unlimited variety of digital circuits
- \* **Device Library** includes all basic gates, flip flops, counters, multiplexers, shift registers, LED's, seven segment LED's, toggle switches, programmable pulse generators and much more
- \* **Waveform Display** allows simultaneous display of waveforms for any four nodes within CCT
- \* **Beginners learning course** includes 6 detailed experiments complete with solutions

### QUANTUM PAINT

- \* **Quantum Paint** gives your ST four additional screen modes with up to 4096 colours on the screen at the same time. Even in medium resolution 32 colours can be displayed
- \* **Delta Frame** animation allows you to create multi colour animated screens, multiple cycling, multiple palette, lasso, Gdos Fonts, screen brushes, smear and much more

CYBER PAINT  
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Dear Sir,

May we take this opportunity to introduce our Company to you and your members.

Back in early 1988 we, MARTIN CARR and LOU SCHILLACI decided to pool our resources and expertise in order to establish a new computer store in Western Australia. A location central to the Capital City of PERTH was chosen and a retail outlet was opened in APRIL of that year. Within 8 months we had out grown our small store and it was decided that a larger shop was required to enable us to properly serve the public.

Even before we had moved to our new location in THE GROVE Shopping Complex, Cottesloe, we had seen that the ATARI ST was definitely the computer that was most suited to both the Public and Corporate markets. In order to gain experience with this machine we both took one home and within 8 months we were fairly competent with its operation in software and hardware. I may add that it wasn't difficult to become engrossed in the machine as we had decided to stock as much software as we could get our hands on, most of it was snapped up by the public as soon as it was landed, but not before we had a good look at each product.

In our search for more knowledge we decided to invest capital in establishing Australia's first ST BBS. That BBS was to be called THE OASIS BBS and had its birthday just last week. The BBS was instrumental in the quest to bring the ST to the attention of the general public and to those who had already made up their mind as to which computer was to be their Dream Machine. This of course started many arguments with owners of other machines such as the AMIGA, a machine I add we have never stocked. For interest sake we just to mention that the OASIS BBS is open to all users free of charge, the only cost applicable is a \$10.00 fee payable six monthly should the user wish to use the download facilities.

In order to give maximum benefits to the user the OASIS BBS utilises a LIGHTSPEED 20 Meg HardDisk, 1200/1200 Modem and LIGHTSPEED internal clock not to mention a LIGHTSPEED 1-4 Meg RAM PACK. In addition it also boasts a LIGHTSPEED DDSF314 disk drive system, capable of storing 2 meg on 3.5" format.

This of course leads me to the purpose of this letter of introduction. Yes you guessed it we are agents for the fine range of LIGHTSPEED ATARI products. This line of products had its origins in the USA, UK and Taiwan not to mention Western Australia. Some products are manufactured or assembled here in the West and some are imported from different manufacturers in different countries. All carry the LIGHTSPEED trademark here in Australia and some even carry that name in other countries such as PAPUA NEW GUINEA, NEW ZEALAND, SINGAPORE and BAHRAIN, all countries that we export to.



It is our intention with this letter to invite purchase of any of these products through your user group at a generous discount. These products are now starting to appear in each state and can be also purchased directly through any one of our Dealers in the Eastern States. Should you club require a list of current dealers we would be most happy to supply you with the most up to date list ( the list grows weekly ). However should you wish to know more about our range or wish to take advantage of our "Direct User Group" purchase plan then please do not hesitate to contact this office for further details.

The special discount we offer user groups through the DUG plan also includes Atari's and Other manufacturers products. Accessories are no exception and ofcourse you can also avail your members to our growing list of Software.

In order to show our willingness to offer your members these services we would like to give your user group a FREE LIGHTSPEED TIMEPIECE battery backed up clock for your Clubs ST. All we ask is that you make this letter available to your members through your Magazine.

We hope that your user group takes advantage of our offer and that we may soon hear from both yourself and your members.

yours sincerely,

MARTIN CARR      LOU SCHILLACI

COMPUTER OASIS

-----

**ATARI COMPUTER ENTHUSIASTS (N.S.W)**

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/STFM

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## ABOUT THE ATARI COMPUTER ENTHUSIASTS (N.S.W)

Atari Computer Enthusiasts (NSW) is an independent, non-profit computer users group for owners and users of Atari Computers. ACE(NSW) is loosely affiliated with Atari Computer Enthusiasts throughout the USA, England, Holland, Germany and Ireland. While we are recognised by the Atari Corporation throughout the world, as the official Atari Users' Group in NSW, we have no connection with them.

Our aims include the promotion of the various Atari Home Computer Systems; the education of both beginners and advanced users in programming techniques; exchanging public domain software, hints, tips, ideas, and explaining the Special features of the Atari Computers.

The group is active in many areas and encourages the members to obtain the maximum benefit by participating in all club projects. Of special interest to members are the following:-

- \* \* A bi-monthly journal called 'Inside Info'. This contains the news, reviews, articles, program listings, technical information, hint, tips, help and general articles of interest.
- \* \* A large reference library of Atari Books and technical information.
- \* \* A software exchange programme. Here public domain programs are collected from the user groups across the world, (8 and 16 bit) and issued for sale within the group to members.
- \* \* There are Special Interest Groups (SIGS) which look at the various aspects of the computer. Some run workshops.
- \* \* A Public Remote Access Computer System (a bulletin board) for the free exchange of information between computers using the Australian phone network.
- \* \* Member discounts at various business houses.
- \* \* Cut prices on media such as blank disks.

Official Meetings are held monthly. They are informal and usually include talks on programming technique, demonstrations of new software and keep the members up to date with the latest news and information from Atari internationally. These meeting are in two parts, with a 15 to 30 minute break for general discussions (getting to meet you) and business.

Everyone is Welcome. Meetings are held at 6:15 PM on the SECOND MONDAY of the Month (NOTE: There is no meeting in January).

The MEETING PLACE : Y.W.C.A. CNR WENTWORTH AVE & LIVERPOOL ST  
DARLINGHURST

FEES. Membership is \$20 per year. To join, Fill in the membership application form (found at the centre of this edition) and send it with a cheque or money order made out to Atari Computer Enthusiasts (N.S.W.) and mailed to the above address. All Mail and enquiries should be addressed to "The Hon. Secretary". Alternately, you may pay at any official meeting.

Registration for the PRACS (BBS). Enclose a ONCE ONLY payment for \$10. This covers the administration charges associated with the general running and maintaining the on-line 24 hour system. (02)- 529-2059.